

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS

1. (Currently amended) A method of using a residual credit of a player of a gaming machine to enable the player to win a prize, the method comprising the steps of:
 - deriving a value of a jackpot pool;
 - determining a range of values as a function of the size of the jackpot pool;
 - using the range of values to generate randomly an outcome in the range of values;
 - determining a range of outcome values of the player that provides a chance of the player winning the jackpot pool, the range of outcome values of the player being dependent on the residual credit used by the player;
 - generating the outcome; and
 - comparing determining whether the generated outcome matches any of with the outcome values of the player; and
 - awarding the player with the prize if the generated outcome matches any of the outcome values of the player.
2. (Currently amended) A method according to claim 1 wherein the prize is the value of ~~further comprising the step of awarding the jackpot pool to the player when the generated outcome matches an outcome value of the player.~~
3. (Currently amended) A method according to claim 2 1 further comprising the step of determining an upper limit of the range of values from which an outcome is generated randomly.
4. (Original) A method according to claim 3 wherein the upper limit of the range of values is the jackpot pool divided by a denomination of the gaming machine.

5. (Original) A method according to claim 4 wherein the number of outcome values of the player is equal to the residual credit of the player divided by the denomination of the gaming machine.

6. (Original) A method according to claim 5 wherein the jackpot pool is defined by an upper limit and comprises contributions of residual credit from a plurality of players, each player in the plurality of players playing on a separate gaming machine, such that the jackpot pool accumulates up to the upper limit of the jackpot pool.

7. (Original) A method according to claim 6 wherein the current value of the jackpot pool determines the number of outcome values of the player when the player offers the residual credit of the player to contribute to the upper limit of the jackpot pool.

8. (Original) A method according to claim 7 further comprising the step of assigning a unique identification code for each player.

9. (Original) A method according to claim 8 further comprising the step of storing the unique identification code and the outcome values of each player in a storage means.

10. (Original) A method according to claim 9 further comprising the steps of generating more than one random outcome and comparing each generated outcome to the outcome values of each player.

11. (Original) A method according to claim 10 wherein the range of outcome values of a player is sequential in number.

12. (Currently amended) A system for enabling a player to use residual credits on a gaming machine to provide the player with a chance to win a prize, the system comprising a controller which:

~~means for determining~~ determines a range of values as a function of a jackpot pool;

~~generates a random outcome within the range of values; to generate randomly an outcome in the range of values;~~

~~random number generation means for generating the random outcome;~~

~~means for determining~~ determines a range of outcome values of the player that provides a chance of the player winning the jackpot pool, the range of outcome values of the player being dependent on the residual credit used by the player; and

~~means for determining whether~~ compares the generated random outcome with the matches any outcome value values of the player; and

awards the player with the prize if the generated random outcome matches any of the outcome values of the player.

13. (Currently amended) A system according to claim 12 wherein the prize is the value of the jackpot pool ~~is awarded to the player when the generated outcome matches an outcome value of the player.~~

14. (Currently amended) A system according to claim ~~13~~ 12 wherein the controller determines an upper limit for the range of values ~~means for determining a range of values~~ from which to generate the random outcome ~~calculates an upper limit for the range of values.~~

15. (Original) A system according to claim 14 wherein the upper limit is the jackpot pool divided by a denomination of the gaming machine.

16. (Currently amended) A system according to claim 15 wherein the ~~means for determining a range of outcome values of the player~~ calculates the outcome values of the player are calculated by dividing the residual credit of the player by the denomination of the gaming machine.

17. (Original) A system according to claim 16 wherein the jackpot pool is defined by an upper limit and comprises contributions of residual credit from a plurality of players, each player in the plurality of players playing on a separate gaming machine, such that the jackpot

pool accumulates up to the upper limit of the jackpot pool as more players contribute residual credits to the jackpot pool.

18. (Original) A system according to claim 17 wherein the current value of the jackpot pool determines the number of outcome values of the player when the player offers the residual credit of the player to contribute to the upper limit of the jackpot pool.

19. (Original) A system according to claim 18 wherein each player is assigned a unique identification code.

20. (Currently amended) A system according to claim 19 further comprising a storage means for storing the outcome values of each player and the unique identification code of each player.

21. (Currently amended) A system according to claim 20 wherein more than one random outcome is generated ~~by the random number generation means~~ and each generated random outcome is compared with each of the outcome values of each player ~~to by the means for determining~~ determines whether the generated random outcome matches any outcome value of each player.